

### List of Reference Numerals

1	game figure and collector's item
2	first axis of rotation
3	second axis of rotation
4	third axis of rotation
5	fourth axis of rotation
6	fifth axis of rotation
10	extremity (leg)
11	connective element
12	member
13	connective element
14	member
15	connective element
16	member
17	end section
20	extremity (leg)
30	extremity (arm)
31	connective element
32	member
33	connective element
34	member
35	connective element
36	member
40	extremity (arm)
50	extremity (head)
60	main body
62	release mechanism
64	acceleration mechanism
72	upper part of covering
74	pants of covering
76, 76'	socks of covering
80	retaining means
82	ball
$\alpha$	angle of deflection
$\alpha_{R1} - \alpha_{RI}$	arrested angle of deflection
$R_1 - R_I$	locking stop steps